

ADVENTURE

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SERIES

Kalamar Quests

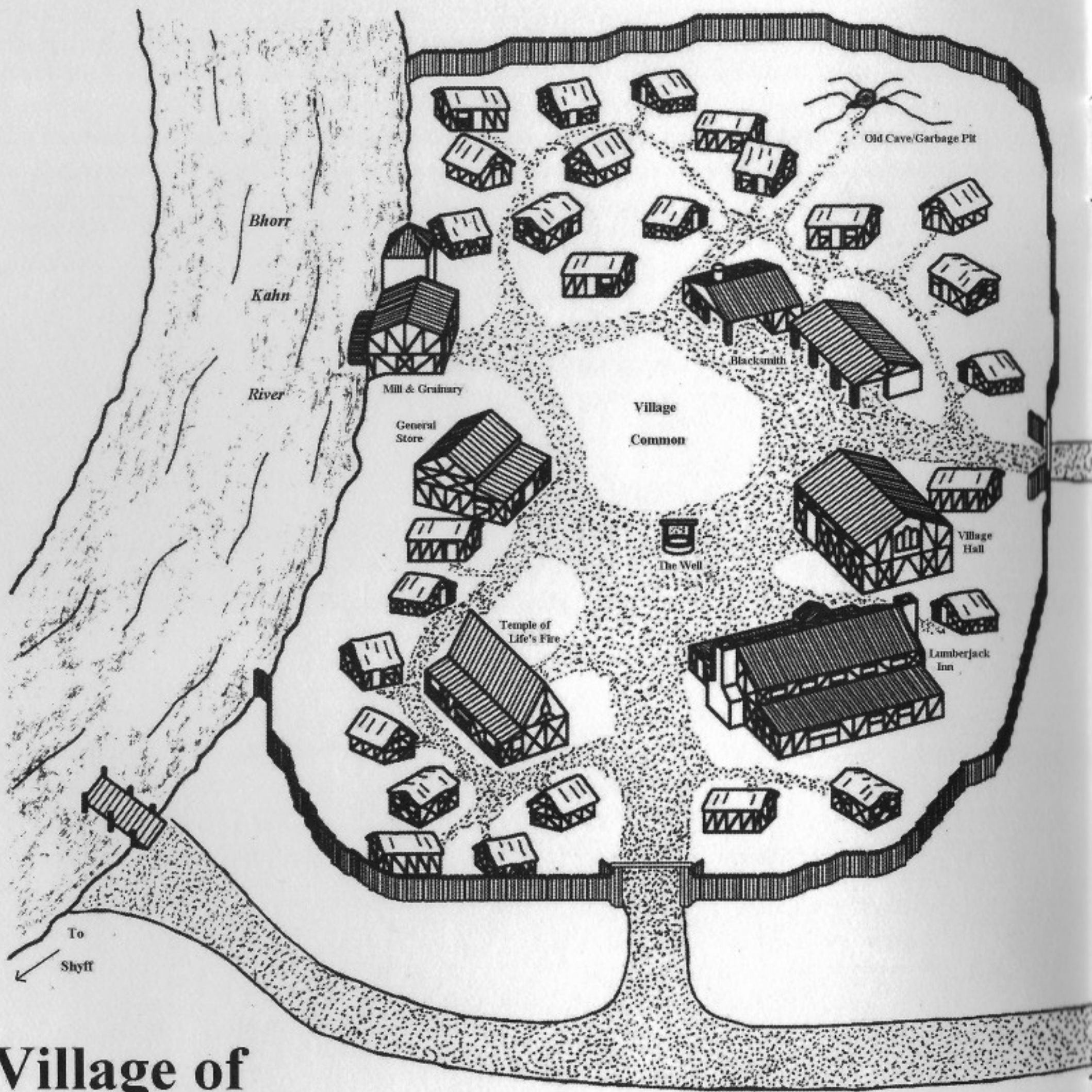
A Summons to Adventure

NIGHT OF THE ROT LORD

BY

SCOTT MERIDITH

AN ADVENTURE FOR 4 TO 6 PLAYERS
3RD TO 5TH LEVEL CHARACTERS



Village of Bhorr's Bend

50 feet

Night of the Rotlord

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INTRODUCTION

This fantasy adventure is recommended for use with four to six player characters of low level, but is adaptable for use with more or less experienced PCs by adjusting the strength of the foes described herein. The adventure takes place in the Narrajy Forest (See *The Kingdoms of Kalamar™, Volume 1, Sourcebook of the Sovereign Lands, page 53*) in the village of Bhorr's Bend on the Bhorr Kahn river, but the GM can place it in any area he or she desires. The adventure can be played quickly, in one or two sessions (or at a convention tournament). The events are intended to guide the players toward the major confrontation. During the adventure, the players will uncover an evil plot by a deranged villain to destroy a small village, and must race against time to discover the source and cure for a mysterious illness before they become victims themselves. Careful investigating will reveal the cause of the disease, but the cure might not be so easy to come by.

THE TALE OF GHARR

Gharr is the third son of Pugash, a poor woodcutter, and his wife Frejia. An awkward and physically ugly child, poor Gharr immediately became the brunt of cruel jokes by the other village children. All but one of them tormented him mercilessly. Lusinna, daughter of the village blacksmith, felt sorry for Gharr. She stood up for him, and became his only friend. But as they matured and became young adults, she grew afraid of Gharr. He began to talk to himself and stare off into space. More than once, Lusinna caught him torturing small animals, calling them by the names of some of the villagers. As he grew more introverted, he also became more and more possessive and jealous of Lusinna. The villagers believed him insane. Even the adults began to tease and taunt poor Gharr.

When Gharr wasn't being ridiculed, he would quietly follow Lusinna around, spying on her and seemingly stalking her. Eventually she was desperate to escape his watchful eye so Lusinna humiliated Gharr in front of several other people. She taunted and laughed at him in an effort to drive him away. Her plan worked only too well, and Gharr ran off into the wilderness vowing revenge against the vil-

lage. His already fragile mind snapped completely. The darkest of his thoughts turned now to the one he hated the most, the "cruel and treacherous" Lusinna.

After several days of aimless wandering in the forest, half starved and suffering from exposure to the elements, Gharr was found by a group of orcs. They swore obscenities and hurled offal at Gharr, meaning to have some fun with him before they tore him apart. But Gharr showed no fear. He spoke with respect to the orc leader, and showed an uncanny knowledge of the orcish customs of greeting. The surprised orcs befriended the strange human, at the orders of their leader. When taken to the orc camp, Mugluck, tribal Chief and priest of the Conventicle of Affliction (See the Kingdoms of Kalamar Volume II: Mythos of the Divine and Worldly, page 64), spoke to Gharr about the ways of the Rotlord. Gharr liked what he heard, and quickly became a disciple. With his newfound allies to help him, an evil plan began forming in his rotten mind.

Gharr spent two years with the Mundunooguu ("Rotting Corpse") tribe, and became strong in the ways of the pestilent ones. While the tribe hates most of the humans in the area, they are not expansionists because they fear reprisals from the Shyff military. They prefer to cause hardship for others simply by spreading disease. While learning from the orc tribe, Gharr never forgot his home, or Lusinna. When he felt he was strong enough, he and some of the orcs found their way back through the forest to the village of his boyhood home. Here Gharr and his new friends took up residence in an old cave (the village garbage dump) where they could hide and spy. They began capturing small animals and infecting them with a horrid wasting disease. After the animals died Gharr and the orcs hid them in the village well. The animals contaminated the well, and Gharr placed a powdered herbal mixture in the water to cover the taste. Soon everyone who drank the water got sick. Gharr knew, the oldest and most feeble would start to die first, followed by the younger ones. Gharr hopes Lusinna will be one of the last to suffer from his special revenge.

Although the village is located on a riverbank, the

slow moving river water is too muddy to drink for most of the year. It is only in the Spring that the river swells and becomes ideal for log transportation and convenient for drinking. Furthermore, the village has had trouble in the past with river parasites and chose to build the well to alleviate this problem.

THE NATURE OF THE ROTTING FLESH DISEASE

The rotting flesh disease is a result of Gharr's **cause disease spell** which he can cast as a second-level spell due to his status as a priest of the Rotlord. It rots the flesh of the victim from the inside out. The stomach lining and intestines are most affected. These body parts deteriorate rapidly, and eventually the stomach lining will rot away and stomach acid will soak into the body, causing agonizing pain and eventually death. Outward symptoms begin with yellowing skin and horrid bad breath. As the rot takes hold, the victim begins to bloat, cough up blood, and suffer violent stomach pains. In the later stages, the pain becomes incapacitating and the victim soon dies.

Anyone drinking the well water, or anything made from the water, will be affected. After the PCs become infected, the GM should make secret rolls to determine when the effects begin. A person's Constitution score or similar statistic determines the speed with which he or she is affected, and can be slightly different for each PC. Round results up. Furthermore, the disease is cyclical, such that those contracting the disease and entering stage one are allowed a resistance check based on their Constitution score. If the check is successful (a roll of less than his or her constitution on a D20), the affliction will appear to subside for a few days following the stage one effects of mild cramping and heartburn. When the stage one effects return another resistance check is allowed. An infected person could live with stage one of the disease, coming and going indefinitely, as long as the victim continues to make his or her resistance check. However, once the afflicted person fails the resistance check, the disease rapidly progresses as described previously, and no further resistance checks are allowed.

STAGES OF THE DISEASE

Stage One: Begins Con + D4 hours after infection. Symptoms include mild cramping and heartburn. Duration: 24 + 1/2 Con hours. LEVEL: 0 (SPECIAL).

Stage Two: Symptoms include major cramping and heartburn, horrid breath, victims suffer -1 to Strength and Dexterity. Duration: 12 + 1/2 Con

hours. LEVEL: 0 (SPECIAL).

Stage Three: Symptoms include crippling abdominal pain and horrendous gas, breath smells like rotting meat, difficult to eat or drink, or concentrate on doing anything. Victims suffer -3 to Strength, Dexterity and Intelligence, spell casters must make an intelligence check to cast spells. Duration: 1/2 Con + D8 hours. LEVEL: 0 (SPECIAL).

Stage Four: Victims suffer -6 to all rolls and spell casting is impossible. Duration: D20 hours. LEVEL: 0 (SPECIAL), Death.

Example: Killian Fernwood, a human ranger with a Con of 16, is afflicted at 5 p.m. on Friday. He begins to notice some mild effects around mid-morning the next day (Saturday). However, he manages to make his first resistance check and the symptoms subside. Then on Tuesday morning, his mild cramping and heartburn return. He fails his second resistance check. At about dinnertime Wednesday (36 hours later) Stage Two begins and Killian begins to get worried. Just after lunch on Thursday Stage Three begins, and Killian is very ill. At about two AM Friday morning Killian is bedridden, begging someone to stop the pain (Stage Four). Late Friday night, Killian gasps his last breath.

THE CURE

In his own weird way, Gharr still loves Lusinna. He is fully capable of curing the disease with his cure disease spell but Gharr will only use it willingly if Lusinna begs him, and promises to go away with him. Of course, the PCs can use whatever means available to convince Gharr to cast the spell, provided they don't kill him first!

There are four other ways to cure the disease.

- 1) Find the Ointment of Healing in the rat's lair.
- 2) Read Talhman's scroll of cure disease.
- 3) Have one of the PC priests who is high enough level cast cure disease
- 4) Travel to Shyff to find a priest who is capable of casting cure disease.

PLAYERS' START:

The players can be brought into the adventure in several ways:

- 1) As they are passing through a small village, they see a lame man being thrown out of a tavern or store. The man is Jorge, but everyone who knows him calls him "Stumpy" because he is missing the front of his right foot (he cut it off by accident while chopping trees). The townspeople here refuse to lis-

ten to Stumpy because they think he is a jinx, and bad luck (they could be right if the GM wants to play him that way). Stumpy will beg frantically for help, and if the players will listen to him he tells them that everyone in his nearby village is getting sick, and no one can find a cure. A couple of the older folk are near death, and he appeals to their sense of pity to come and try to help find a cure. He is very poor but if pressed for a reward, he will promise them an intricate wood carving worth 50 gold coins if they will come to Bhorr's Bend to save his people.

2) The players hear a strange rumor about people traveling down river past Bhorr's Bend. The travelers weren't allowed to enter the village, with no explanation given. A few miles downstream these travelers found a logjam of freshly cut logs bound for the city of Shyff almost blocking the river. No trace of the men running the logs could be found.

3) The PCs can be passing through the Narrajy Forest on their way to buy horses from the Drhokker horselords.

4) The PC's can be traveling to the Khydoban Desert in search of Silver Sand.

5) They can be looking for work, and hear of jobs cutting and hauling logs to Shyff for shipbuilding.

6) They could be passing through the area helping a friend return to their homeland.

THE VILLAGE OF BHORR'S BEND

Bhorr's Bend (pop. 200) is a tiny collection of families who make their living cutting trees and sending the logs down river to the independent city of Shyff. Shipbuilders in Shyff pay well for the large straight trees, and use them to make the finest ships on Tellene. The only inn, the Lumberjack, has infrequent business. The only people who stop here are merchants traveling up and down the river. These same merchants provide the small quantity of goods available in the general store. The village basically consists of a flour mill, a blacksmith shop where axes are sharpened and workhorses are stabled, the inn, a town hall, a general store, a Church of Life's Fire, and the well where everyone gets drinking water. The village is surrounded by a shoddy 8' fence, built with gaps to shoot arrows through. The village has no mayor and all the businessmen run it together and call themselves the village elders. The village is considered to be under the dominion of the Shyff government and is sometimes visited by Shyff military patrols to ensure the safety of the inhabitants or to

collect taxes when necessary. The villagers use an old cave for a garbage dump because several years ago some soldiers passing through convinced the village elders that disease could spread from open garbage piles. Throwing the garbage into the river was forbidden by the military patrols since it could encourage parasitic infestations which would eventually end up downstream in Shyff. So everyone uses the old cave, which has a wooden cover over it.

Unless noted, most of the villagers are unremarkable woodcutters and their families, who are all worried and frantic about what is happening.

NOTABLE NPC'S

GHARR (*chaotic/evil*) - Fourth level Priest of the Conventicle of Affliction. S12 I11 W13 D18 C13 CH 0, AR5 (from high Dex and shield), DMG 1-6 (short sword), THACO 18, HTK 17, XP 200. As described, Gharr hates the town and everyone in it, and hopes to see it all turned to waste. He is cunning and sneaky, seldom taking large risks or engaging in combat if he can help it. He won't hesitate to kill his orc followers to further his cause, or to save his own life. As a priest of the Rotlord, Gharr has the ability to Lay Hands on an opponent to cause 8 points of damage once per day. Furthermore, he must always be infected with a contagious terminal disease as part of the requirements of the church. If the disease becomes too advanced, he can cure himself but he must become re-infected shortly or face the wrath of his evil god. Those coming in contact with Gharr have a 10% chance of contracting his current disease, Orc Shingles (see the appendix, below).

Spells: *First Level* - Cause Fear, Command, Curse, Putrefy Food and Drink

Second Level - Cause Disease, Charm Person or Mammal

If confronted in his lair, Gharr will be like a rat in a trap. He will be furious at the PCs for ruining his plans, and he will use every means at his disposal to escape. The orcs are his friends, but he would sacrifice all of them to get what he wants. He will also make it known that he has the power to remove the disease if he thinks that will help spare his life. He will only cast cure disease willingly if Lusinna begs him and agrees to go away with him.

JORGE (*lawful/good*) - Second level fighter, S14 I9 W11 D13 C13 CH10 AR10, DMG 1-6 (hand ax) THACO 19, HTK 16. Jorge is one of the local woodcutters. A kindly soul cursed with bad luck, he got the nickname Stumpy after he cut off the front

of his right foot in a tree cutting accident. He is brave and loyal, but everyone believes he is a jinx (and the GM can play him that way if so desired). He is good with an ax in a fight, and can always be counted on to help. Jorge owns a shield which decorates the wall in his home.

LAAR (neutral/good) - Third Level Fighter, S17 I10 W8 D14 C12 CH12 AR10, DMG 1-8+1 (battle-ax and strength), THACO 17 (partly due to great strength), HTK 21. Laar is the village blacksmith and ax sharpener. He tends to all the workhorses and mules used to drag the logs from the forest to the river. He is old and, slow, but still amazingly strong. He is also still quite dangerous with an ax, and would make a good addition to a fight. Laar owns a suit of chainmail, a battle-ax and a shield but has not donned them in years.

TALHMAN (neutral/good) and Lusinna (yes, that Lusinna) live at the Church of Life's Fire. They have six children, four of their own and two orphans. They are very distraught that they can't find a cure for the disease. Lusinna has not thought about Gharr for a long time, but occasionally wonders what ever happened to him. Although there is no actual priest running the Church, Talhman has received training in the ways of the Friends of the Field and hopes to become an ordained priest within a year. It is slow going though because he must travel to Shyff to receive this training and does not wish to be away from his family for extended periods of time. He is currently considering a hasty trip to Shyff in order to seek help in curing the disease but fears there will be no survivors left when he returns. Talhman - Zero Level Priest of the Church of the Life's Fire, S11 I8 W14 D10 C13 CH14 AR10, DMG 1-4 (war hammer) THACO 20, HTK 5. Talhman has received some training in the use of a war hammer and keeps one in his house. He has basic training in the healing and herbalism nonweapon proficiencies but has thus far been unable to diagnose the cause of the disease. Even if he did discern the cause, he could not cure it using these techniques since it is magical in nature. He also has a magic scroll of sanctuary, aid and cure disease but is unable to read it yet.

CRAZY KOUT (referred to as "coot") is a local legend. He supposedly spent almost five years living with the wild tribes of the Vrykarr Mountains, and tells fantastic, if unbelievable, tales of his adventures including battles with giants. He has a good memory but rambles and seems to get confused when telling his tall tales. He is blind now but the villagers take care of him. Gharr was quite fond of him, and

used to listen to his stories for hours. Kout taught Gharr many things about the mountains and the surrounding lands and peoples, including Orcish language and customs. This knowledge saved Gharr when the orc tribe found him. Kout was once skilled with a sword but his disability and senility now makes him a non-combatant.

Jahrr and Suvett, along with their two daughters, run the Lumberjack Inn. Suvett is quiet and shy. Jahrr is loud and very opinionated, especially after drinking (most of the time). Their daughters, Mahgg and Igihd, serve patrons of the Inn and are fat, lazy and horrendously ugly.

Ghirrru runs the general store and cares for her husband Brakk. Brakk was crippled several years ago when a tree fell on him. He is still very sharp mentally, and remembers everything that has ever happened in Bhorr's Bend. He reads constantly, and can read the Orcish language but won't want to admit it unless absolutely necessary.

Pugash and Frejia still live in Bhorr's Bend with their other three children and their spouses and a couple of grandchildren. They never talk about Gharr, but Pugash will sometimes say a prayer to Rannorr the Wanderer asking for his son to someday find his way back home.

THE ADVENTURE BEGINS!

The players reach the village in the afternoon, just before a storm hits. They must find shelter with a village family or at the Inn. Here they discover some of the details of the disease. If they are brought into the village by Stumpy they will already know a problem exists, but not the extent of it. Two old people are very close to death, and nothing will save them. No one will have realized this is not a natural disease. If anyone checks inside the well they will find the dead animals that the Pestilent Ones have placed there.

Upon hearing word of their arrival, Talhman will ask the players to help find certain roots and berries for medicine. During these trips one of the players finds evidence of orcs passing through. They may also find one of the traps used to catch the animals. Eventually a PC will see Gharr from a distance, and if they ask the villagers about him someone will realize the person was Gharr, and tell the story of how he left the village. The players must eventually track down Gharr and his band, and battle them in the caves/garbage pit. If Gharr has time and the opportunity he will kidnap Lusinna and keep her prisoner in his cavern lair. Gharr will try to trap the PC's in a

cavern (see cavern map) and will use his orc friends to do so if need be. This might make for an interesting role-playing scene if the orcs and players are both caught inside the cavern when Gharr collapses the tunnel behind them. If no one discovers the secret passageway out, the orcs and players may have to work together to dig their way out.

PLANNED ENCOUNTERS

If the PCs observe activities in the village at night, they will either spot an orc carrying a dead animal and/or the powder used to cover the taste of the well water into the village, or an empty handed orc sneaking away from the well. Orc: THACO 19, AR6, HTK 6, DMG 1-6 (short sword), XP 15. A similar nighttime encounter can happen with the orc traveling to or from the rat's nest on the riverbank.

Day one: The players arrive in the late afternoon, just before a storm hits. They meet some of the villagers and see the sickness for themselves. They probably drink something made with the poisoned water, and contract the disease. It should be noted that liquids such as beer are safe to drink because they have been made prior to the infection of the well. However, the stew currently served at the Inn has been made with the infected water.

Day two: At the request of the locals, the players help search the countryside for roots and berries. One player finds a small animal trap and/or orc tracks in the woods, but the trail will be almost impossible to follow. This is just to get the players thinking, "Hmm, something funny is going on here". Two elderly villagers die.

Day three (day): A PC spots Gharr from a distance. If asked, someone in town will realize who he is and tell the story. Three more villagers die. The rest are becoming frantic, and border on panic. Any affected PC's should start to show signs of the sickness.

Day three (night): Lusinna disappears, kidnapped by Gharr. Garbage left in her room should give a hint to check the dump.

RAT'S LAIR

On the banks of the river near the village eighteen ordinary rats and three giant rats have nested. Gharr has also placed some diseased animals in the rat's lair in an effort to further spread the contamination. He is hoping the rats will survive the affliction and become carriers of the disease.

The normal rats will scurry away from any threat and not attack unless they are cornered. However, the more aggressive giant rats will attack any creatures invading their lair or the immediate area surrounding it.

The lair also contains the remains of a long forgotten dead adventurer. Basically all that is left is the skeleton and a ceramic jar. The jar contains 5 doses of an Ointment of Healing which can be used to cure disease (at 12th level), neutralize poison or heal 1d4+8 points of damage.

18 Normal rats - AR 10, THACO 20, HTK 1, DMG 0-1 by bite (5% chance of inflicting disease), 7 XP each.

3 Giant rats - AR 7, THACO 20, HTK 2, 3, 4, DMG 1-3 by bite (5% chance of inflicting disease), 15 XP each.

RANDOM ENCOUNTERS

If the PCs are in the forest surrounding the village, roll for random encounters three times a day with a 20% chance of an encounter. If the roll indicates an encounter, roll a D100 to determine the type on the chart shown below.

1-9 Old Campsite - This trampled area left by Gharr and/or his orc followers contains a small spot of scorched soil and charred wood.

10-14 Wolves - pack of 2-8, AR 7, HTK 8 (average) THACO 18, # of attacks 1, DMG 2-5, XP 120.

15-19 Natural Spring - Clean cool water gently issues forth from a small rock formation forming a small pool and stream.

20-23 Poisonous Snake - AR 6, HTK 12, THACO 19, # of attacks 1 + poison (+3 to save, onset time 1D4 turns, helpless for 2D4 days if fail save) XP 175. The snake is hiding in tall grass and will get one surprise attack before trying to escape.

24-29 Harmless Snake - This benevolent animal will be surprised by the PCs and slither away as soon as possible.

30-39 Horse Traders - This small group of Reanaarians, led by Goina, is heading north to buy horses. They will be cautiously friendly, and have some excellent Shyta-na-Doby wine with them. They also seem to be slightly lost.

40-49 Skunk. AR 8, HTK 3, THACO 20, DMG 1 + musk, XP 35. If surprised or threatened, it will spray someone. Affected PC's will stink unbearably until they can bathe and change clothes

50-59 Mundunooguu orcs - 1D4 in a group, AR 6,

HTK 5 each, THACO 19, # of attacks 1, DMG 1-8 (long sword) XP 15 each. These orcs may be followers of Gharr out finding small animals, or a wandering group from the main tribe. They will have 10-30 silver coins among them. If they are outnumbered, they will not attack unless provoked and will flee in the face of strong resistance.

60-69 **Loggers** - Small group, dragging logs toward the river with mules. They have seen orc tracks in the woods, and will mention this to the group if treated politely.

70-74 **Stirges** - AR 8, HTK 4, 6, 8, THACO 18, # of attacks 1, DMG 1-3, blood drain DMG 1-4. These bloodsucking pests will try to surprise the party from behind and from above.

75-79 **Shyff Military Patrol** - This group of eight men-at-arms are outfitted with ring mail, small shields and long swords. AR6, HTK 4 average, THACO 20, DMG 1-8. The leader, Skyrr, is a first level fighter in chain mail. AR5, HTK 9, THACO 20, DMG 1-8. Their mission is to ensure the forest remains free of dangerous monsters and to report back on any threats they are incapable of handling themselves.

80-84 **Abandoned Cabin** - This crude wooden structure appears untended but sturdy. Loggers sometimes use it for shelter. There are a small number of these cabins throughout the Narrajy forest.

85-90 **Brown Bear** - AR6, HTK 25, THACO 15, # of attacks 3, DMG 1-6/1-6/1-8. This chubby bear has recently stuffed itself on honey and grubs. The bear will not bother the PCs unless they approach threateningly.

91-96 **Normal Benevolent Animal(s)** - deer, geese, rabbits, squirrel, raccoon, fox, etc.

97-100 **Owlbear**. AR 5, HTK 30, THACO 15, #of attacks 3 (2 claws and a bite), special attack squeezing hug (2D8 DMG per round) size Large (8'), XP 420. This lone Owlbear is wandering far from it's lair, and is very hungry. This can be a lethal encounter, use carefully, and consider giving the party a chance to see the creature first.

GHARR'S LAIR - THE GARBAGE PIT

(see map for layout)

Approaching the Dump

A sturdy wooden gate covers the dump hole. Around the vicinity of the garbage dump, numerous tracks from all the dump patrons are discernible.

A) Garbage Pile

Behind the wooden gate, the entrance to the dump is a 7' diameter hole leading 15' straight down to a garbage pile. As you open the gate a gut-wrenching odor wafts past you, violating your nostrils and causing you to involuntarily heave.

If the characters descend into the hole read the following:

The garbage pile is scattered over most of the chamber floor and appears as deep as 2 feet in spots. Once you are near the chamber floor, a natural corridor can be spotted extending eastwards from the garbage pile. A crude wooden ladder rests against one of the chamber walls.

Any persons with a constitution score of 8 or less will vomit at the stench of the room. An Otyugh who has befriended Gharr lives in the exit tunnel and blocks the passage to the rest of the caverns. Otyugh, AR 3, HTK 50, # of attacks 3, DMG per attack 1-8/1-8/2-5, Special attack grab and disease from bite attack, never surprised, size m, XP 650. Combat with the Otyugh will cause enough noise to put Gharr and the orcs on alert. The Otyugh is trapped in the garbage dump since it cannot climb out of the hole. Gharr and the orcs use the ladder to enter and exit the hole.

B) Open Cavern

With a relatively low ceiling, this chamber opens up only slightly from the corridor and is scattered with numerous stalactites and stalagmites.

Gharr will hide behind the stalactites while his orc henchmen make screaming noises in room C.

C) Cavern Room

The corridor opens to reveal a larger chamber that is relatively free of stalactites compared to the previous chamber. It is occupied by a group of orcs who rush forward to attack with longswords.

Five Orcs (AR 6, HTK 8,8,6,5,3, THACO 19, # of attacks 1, DMG 1D8 (long sword), Size M, XP 15 each) are hiding here to ambush the PC's. Unbeknownst to them, Gharr is hoping they will keep the PC's here until he can collapse the weak tunnel ceiling leading to this location. If they are caught too, they will be considered expendable casualties of war (in Gharr's opinion). If the PCs manage to enter the lair without alerting Gharr and the orcs, this room will simply be empty and these orcs can be encountered in area E.

D) Gharr's Lair

This room contains a crude altar covered with a rotting cloth. The sides of the room are stacked with crates. Small dead animals and some crude bedding also litter

the floor.

The cloth depicts a rotting, worm-eaten head (the Rotlord's symbol). The crates contain food and water for Gharr and his friends and all their possessions (40 copper coins, 35 silver coins, 20 gold coins, two 50 gold coin value gems, and a 100 gold coin value jeweled necklace). If he has captured Lusinna she will be held here and tied up with rope, and Gharr (if not already killed) will be standing guard over her, waiting for the orc group from room E to ambush the PC's. Four more orcs will also be here, guarding Lusinna. If Lusinna is not here, the orcs will be in area E. Gharr will threaten to kill Lusinna, and will use any means in his power to bargain for his life. In particular, he will offer to cure the disease with his spells if the PCs agree to let him live.

Four Orcs- AR 6, HTK 8,7,5,5, THACO 19, # of attacks 1, DMG 1-8 (long sword) or by weapon, one is using a magical long sword +1, XP 15 each.

E) Orc Quarters

This area is heaped with crude bedding and miscellaneous common personal items owned by Gharr's orc henchmen.

This cavern contains Four orcs (AR 6, HTK 8,6,3,2, THACO 19, # of attacks 1, DMG 1-8 (long sword), Size M, XP 15 each) waiting in the eastern half of the room to ambush PCs sneaking into the lair (room D). A tunnel leads from here further into deeper caverns. Development of this passageway is left to the GM.

F) Hidden Passageway

This tiny corridor is covered with rocks and hard to see because of tricky shadows reflecting off the stalactites. It is barely large enough for a man-sized person to pass through. In any case, it will take a considerable amount of time to navigate the narrow, jagged tunnel.

Aftermath

After defeating Gharr and finding the cause of the disease, each party member will be rewarded with 25 gold coins and a wide, hand-tooled belt with a colorful gem sewn into the front. These gems are not extremely valuable, but they and the gold are all the valuables the village has to offer. The players will also gain the respect of the villagers, and the tale of their brave deeds will pass up and down the river for years to come. As a further adventure, the players might wish to track down the lair of the Mundunooguu orcs to exact revenge or gather information to ascertain whether a similar threat of disease spreading exists in the future. Alternatively, a former acquaintance of Crazy Kout from the VryKarr Mountains might come calling on the old blind man. He will be

looking for some assistance that the PCs may surely render. The PCs could also get involved in possible mounting tensions between the city-state of Shyff and the neighboring Skryvalkkers of the lands of Skarrna.

NATURE OF DISEASE IN THE SOVEREIGN LANDS

Disease, plagues and pestilence are common in medieval realms such as the Sovereign Lands. Lack of advanced sanitation, lack of knowledge of the methods of disease transmission and simple ignorance all add up to very deadly factors. Fortunately, the Sovereign Lands are not as technologically primitive as many other worlds. There are two religious groups in the Sovereign Lands that have helped curb disease, at least in cities and towns: the Builders of Law of the Founder's Creation and the Brothers of Logic of the Fraternal Order of Aptitude. The Builders of Law have been constructing and improving sewage and sanitation systems for centuries, which contributes to the cleanliness of the cities that benefit from their works. The Brothers of Logic have studied diseases in their attempts to quantify everything in the universe; their work with herbs and natural medicines has also contributed greatly to the eradication of disease and the halting of plagues. Unfortunately, the activities of another faith of the Sovereign Lands has more than made up for the positive effects of the efforts of the two aforementioned groups: the Pestilent Ones of the Conventicle of Affliction.

The Conventicle of Affliction exists for one purpose: to spread disease and the horrors that it causes as far and wide as possible. In so doing they have created and unleashed diseases that have extirpated whole tribes and cities. The diseases they create are usually remarkably resistant to natural and magical cures, though fortunately the worst diseases tend to be rare, as they kill off the entire afflicted population and then die off when they have no where else to go. However, some of the most advanced diseases can lie dormant for decades or even centuries while waiting for a living victim, and thus disease can strike anywhere at any time in the Sovereign Lands.

Infection: Catching Diseases

Catching a disease is usually a matter of luck (or Ill-Luck). Few diseases are actually able to hunt for victims; they have to be carried in some way or they lie in wait in moist, hot and filthy areas. Many diseases are carried by vermin, which may or may not be affected by the disease. Some diseases are carried in the air, while others are contracted from eating

afflicted meat, drinking contaminated water or touching afflicted people. The occurrence of disease is up to the Game Master; the following guidelines are provided. The chances are usually per month or per week; however, the chance should be checked EVERY time a character is directly exposed to a specific disease.

Base Chances

Wilderness:	1%
Rural:	2%
City:	3%

Conditional Modifiers

Terrain

Marsh or swamp	+3%
Tropical climate	+2%
Sub-tropical climate	+1%
Mountainous terrain	-1%
Sub-arctic climate	-1%
Arctic climate	-2%

Sanitation

Filthy	+3%
Average	+1%
Above average	-1%
Extremely sanitary	-3%

Disease

Low contagion level	-5%
High contagion level	+5%
Extremely contagious	+10%
Magically contagious	varies

Exposure*

Stage One	+1%
Stage Two	+3%
Stage Three	+6%
Stage Four	+10%

* If the character has encountered a diseased group at mixed stages, use only the highest stage bonus, +1% per additional diseased member of the diseased group.

Various precautions can be taken; some may be valid while others may just be old wives tales. The

efficacy of precautions is at the discretion of the Game Master or as detailed in the various disease descriptions, below.

Running the Course of a Disease and Cure Disease Spell

Once a character has contracted a disease he enters Stage One of the disease. Each stage has a level of virility; for example, Stage One of the Black Plague has a Level of 6. The afflicted character must roll against his Constitution with a penalty equal to the level of the disease at that stage. If he rolls above his Constitution he fails and enters the next higher stage of the disease. If he rolls under his Constitution modified by the level he remains in the current stage for another duration and then must make another roll. Once he has succeeded in rolling against his Constitution TWICE at the same stage the disease is reduced one stage in effect. (NOTE: many diseases directly affect the Constitution of the afflicted; do not forget the modifiers to Constitution in these rolls). Thus, a victim might fail in Stage One and go to Stage Two; if he then succeeds twice in Stage Two he will go back into Stage One, where he may again either fall deeper into the plague or perhaps heal. NOTE: a roll of a natural "1" on the Constitution check ALWAYS succeeds, even if there is no statistical chance of success (i.e., a negative effective Constitution). Likewise the roll of a natural "20" is ALWAYS a failure.

A successfully cast cure disease spell will automatically cure the victim, however, he immediately falls back into a lower level stage and thence through every subsequent lower level stage of the disease with a normal time factor. For example, if a character were successfully cured with a cure disease spell while in Stage Three of the Black Plague, he would immediately fall back into Stage Two for 1d6 days and then back into Stage One for another 2d4 days until he was completely cured. Cure wounds spells can be used to heal a character faster (once he has been cured with the cure disease spell), at the cost of one point of healing per day (or time factor) healed. No HTK damage would be healed by a spell used in such a manner, and any additional points of healing beyond those needed to heal the character's disease would be lost. Thus, in the above example, if a character were to still be afflicted by the Black Plague for 2 days at Stage Two and 6 days at Stage One a cure light wounds spell for 7 points of healing would reduce him to a mere one day remaining at Stage One. Disease whose effects are realized in hours

would heal at one hour per HTK of healing, etc.

Disease Saving Throws versus Cure Disease

The cure disease spell is the most efficacious method known to cure a diseased being, however, in the Sovereign Lands it is not necessarily a certain cure. Diseases vary in their ability to resist magic, as is only natural in a magical world. Thus, some spells are difficult if not impossible to eradicate using priestly powers. Diseases have the following saving throws versus cure disease and similar spells:

Disease Level	Saving Throw
1-2	20
3-4	19
5-6	18
7-8	17
9-10	16
11-12	14
13-15	12
16-18	10
19-21	8
22-24	6
25-27	4
28+	2

The diseases' saving throw is modified by the relative level of the disease versus the priest or paladin that is using the cure disease ability or spell. Refer to the following table:

Clerical Level minus Disease Level	Bonus or Penalty
10+	-8 Penalty
7-9	-6 Penalty
4-6	-4 Penalty
1-3	-2 Penalty
0	None
-1 to -3	+1 Bonus
-4 to -6	+2 Bonus
-7 to -9	+3 Bonus
-10 or less	+4 Bonus

The bonus or penalty is to the diseases' roll to save. Thus, a 12th level disease with a basic saving throw of 14 would need to roll a 20 to save against a cure disease cast by a 20th level priest, while it would have to roll only a 10 to save against the cure disease special ability of a 1st level paladin. Any disease fails

its save on a natural roll of "1" and succeeds on a natural roll of "20".

There are two faiths that have specific benefits against diseases. The Merciful Fates of the Church of Everlasting Hope count as DOUBLE their normal level against diseases when using the cure disease spell. The Pestilent Ones of the Conventicle of Affliction also count as DOUBLE normal level against natural diseases. In addition, Pestilent Ones may automatically cure any disease they created through cause disease by casting a cure disease (the disease receives no saving throw against the cure disease). Similarly, a disease created by a lower level Pestilent One does not receive saving throws against the cure disease spell of a higher level Pestilent One.

Natural Disease Immunity

Some beings are naturally immune to specific diseases. Any being that makes two successive successful resistance rolls against a disease in their first time in Stage One becomes immune to the disease IF it was the first time that the being ever had to roll against that disease. This does not apply in cases where it is the second or subsequent times the being has been exposed to the disease. The being may be susceptible to similar diseases or variants of the same disease, but will never again have to worry about contracting that specific disease. Note, however, that natural immunity also leaves the being open to becoming a carrier of the disease (see below).

Becoming a Disease Carrier

Any being that contracted a disease and was either immediately immune to it or survived through several stages has the potential to become a disease carrier. Carriers will forevermore be afflicted by the disease through they will suffer no ill effects from it; they merely act as a mode of transport for the disease and help spread death and plague. A carrier encountered by another being counts as a level of exposure to the disease beyond Stage Four (+15% to contract the disease).

In cases where the character is immune to a disease through natural immunity (see above) the percentage chance that the being also becomes a carrier of the disease at the time of exposure is five times the level of the disease at Stage One. For example, if a character became "immune" to the Black Plague under such circumstances he would have a 30% (Level 6 x 5%) chance of becoming a carrier of the plague.

In cases where a being goes through several stages of the disease and survives, the percentage chance

that the being becomes a disease carrier is equal to the combined levels of every stage that the being passed through and survived. Note that each stage counts only once regardless of how many times the being passed through it. Thus, a being that survived the Black Plague after reaching Stage Three would have a 27% chance (Levels 6 + 9 + 12) of becoming a carrier of the Black Plague.

The only way for a carrier to be rid of a disease is to have a cure disease successfully cast specifically for the purpose. The effective level of the carried disease (for carrier purposes only) is 1/2 the percentage chance that the being became a carrier in the first place (round down). For example, if a character had a 42% chance of becoming a carrier and did, the disease he carries would save against cure disease as though it were 21st level. Note that Paladins cannot become disease carriers through natural means!

Disease carriers are reviled throughout the Sovereign Lands. They are usually killed when discovered, preferably at a distance. Some good faiths of mercy and healing run colonies for disease carriers where the diseased are isolated from the rest of the world, but these are few and far between. Such groups seek to cure as many as possible of their affliction. Then, too, the Conventicle of Affliction seeks out carriers of disease to join their group; many do, as they join the Conventicle to wreak vengeance upon the society that shunned them.

THE ROTTING FLESH DISEASE OF GHARR

Where is the Disease Found?

The Rotting Flesh disease is currently localized in the village of Bhorr's Bend in the Narrajy Forest. A Pestilent One named Gharr developed it in order to wreak revenge upon the people of Bhorr's Bend. It is an extremely potent and vile disease that could cause the deaths of thousands if Gharr is able to teach it to other Pestilent Ones or introduce it to the water sources of large towns and cities.

How is the Disease Contracted?

The disease apparently is transmitted through fouled waters; other methods may be possible.

Who Carries the Disease?

As the disease is extremely deadly it is extremely unlikely that any species could ever act as carriers, though it is possible that some few individuals might be naturally immune to the disease. In such cases the victims would carry the disease and infect any waters they bathe in and potentially any being they touch!

Special Considerations

This disease is so incredibly virulent that once someone has entered Stage Two they WILL DIE unless cure through cure disease! Resistance rolls are rolled only during Stage One, every Con+1d4 hours, against Constitution; if the character makes the roll, they must roll again and again every Con+1d4 hours until they enter Stage Two; then there will be NO FURTHER RESISTANCE ROLLS! A being is naturally immune only if they make FIVE successive successful rolls against the disease at Stage One. In such cases the being is ALWAYS a carrier of the disease!

Stages of the Disease

Stage One: Begins Con + D4 hours after infection. Symptoms include mild cramping and heartburn. Duration: 24 + 1/2 Con hours. LEVEL: 0 (SPECIAL).

Stage Two: Symptoms include major cramping and heartburn, horrid breath, victims suffer -1 to Strength and Dexterity. Duration: 12 + 1/2 Con hours. LEVEL: 0 (SPECIAL).

Stage Three: Symptoms include crippling abdominal pain and horrendous gas, breath smells like rotting meat, difficult to eat or drink, or concentrate on doing anything. Victims suffer -3 to Strength, Dexterity and Intelligence, spell casters must make an intelligence check to cast spells. Duration: 1/2 Con + D8 hours. LEVEL: 0 (SPECIAL).

Stage Four: Victims suffer -6 to all rolls and spell casting is impossible. Duration: D20 hours. LEVEL: 0 (SPECIAL), Death.

Example: Killian Fernwood, a human ranger with a Con of 16, is afflicted at 5:00 on Friday afternoon. He begins to notice some mild effects around mid-morning the next day (Saturday). However, he manages to make his first resistance check and the symptoms subside. Then on Tuesday morning, his mild cramping and heartburn returns. He fails his second resistance check. At about dinnertime Wednesday (36 hours later) Stage Two begins and Killian begins to get worried. Just after lunch on Thursday Stage Three begins, and Killian is very ill. At about two AM Friday morning Killian is bedridden, begging someone to stop the pain (Stage Four). Late Friday night, Killian gasps his last breath.

Cures

There are as yet no known natural cures for the Rotting Flesh disease; there has been no time to investigate the disease for potential natural cures. A cure disease spell or ability is thus at this point the

only possible cure. Once cured by a cure disease, healing spells will remove one hour of continued effects per HTK healed. Note that with this disease the level of the disease for purposes of a cure disease spell is equal to the level of the Pestilent One that cast the spell (4th level in Gharr's case).

ORC SHINGLES (A.K.A., SLOW ROT, SWINE RASH)

Where is the Disease Found?

Orc Shingles is found throughout the Young Kingdoms and the Wild Lands. It is an old and common disease, found among the lower classes, mostly beggars. It is also found near large orc populations worldwide.

How is the Disease Contracted?

Orc Shingles is contracted by touch; specifically, touching an afflicted being on an afflicted spot of skin. The chance of contracting the disease by touch is 5% per Stage the afflicted being is in (i.e., 5 to 20%).

Who Carries the Disease?

This disease can affect only humans, demihumans and humanoids. Anyone that survives the disease has DOUBLE normal chances of becoming a carrier! Afflicted orcs will ALWAYS end up being carriers.

Stages of the Disease

Stage One: Begins 1d6 days after infection. Symptoms include itchy skin and a slight rash. Duration: 1d6 weeks. LEVEL: 1.

Stage Two: Symptoms include rashes on 50% of the body, large boils and open, oozing sores. Victims have a 50% chance to suffer a PERMANENT -1 to Charisma during this stage. -1 to skill checks. Duration: 1D6 weeks. LEVEL: 3.

Stage Three: Symptoms include rashes on 75% of the body, very large bleeding boils, open, infected oozing sores and a general physical weakness. Victims suffer -1 to Strength, Dexterity and Constitution. -2 to all skill checks. Victims will lose an additional 1 (01-80) or two (81-00) points of Charisma PERMANENTLY at this stage. Spell casters must roll a successful Intelligence check to cast spells. Duration: 1D6 weeks. LEVEL: 5.

Stage Four: At this stage the victim's skin begins to liquefy. Rashes cover 100% of the victim's body, most of which is covered in sores and boils. Victims suffer -3 to Strength, Dexterity and Constitution. -3 to all skill checks. Victims will lose an additional 1 (01-75), two (76-95) or three (96-00) points of Charisma PERMANENTLY at this stage. Duration:

1D6 days. LEVEL: 7, Death.

Example: Gharr, a human male Pestilent One with a Con of 13 infects himself with Orc Shingles. Three days later his body breaks out in a rash; he relishes the itchy feeling. Two weeks later Gharr fails his Stage One resistance roll (13-1 = 12 or less) and his skin breaks out in boils and sores. Four weeks later he fails his Stage Two resistance roll (13-3 = 10 or less). He starts to feel weak, and decides that he had best cease the disease before it goes too far. He casts his cure disease spell and falls to Stage Two for another 2 weeks and then back into Stage One for another four weeks, after which he must again inflict another disease upon himself.

Cures

Orc Shingles is a fairly common disease; unfortunately it is difficult to cure. Simple potions made by local hedge wizards and wise women relieve the pains of the boils and sores. These philters cost between 1 sc and 10 gc per weekly dose depending efficacy and on the local market; they abate the skill penalties of the disease. Other more potent potions can be concocted that will grant a +1 to a +5 to the victims' next resistance roll against the disease; such nostrums cost between 5 and 50 gc per dose, again depending on efficacy and local market. Patent cures are available, though rare and expensive. A potion made of orc bone powder and rare herbs from the Vohven Jungle will act as a cure disease spell against this disease; the cure disease will be as though cast by a 12th level priest. This potion costs at least 100 gc, usually up to 500 gc the further one gets from Svimohzia. Goblin Pox (a.k.a., Mage Bane, Babbling Sickness)

Where is the Disease Found?

Goblin Pox is found in regions of high goblin population. It is most commonly found among forest or swamp dwelling goblins. It is rare outside of goblin communities.

How is the Disease Contracted?

Goblin Pox is passed through the air, usually through coughs or through the explosive expressions of the guttural goblinoid language. It is highly contagious.

Who Carries the Disease?

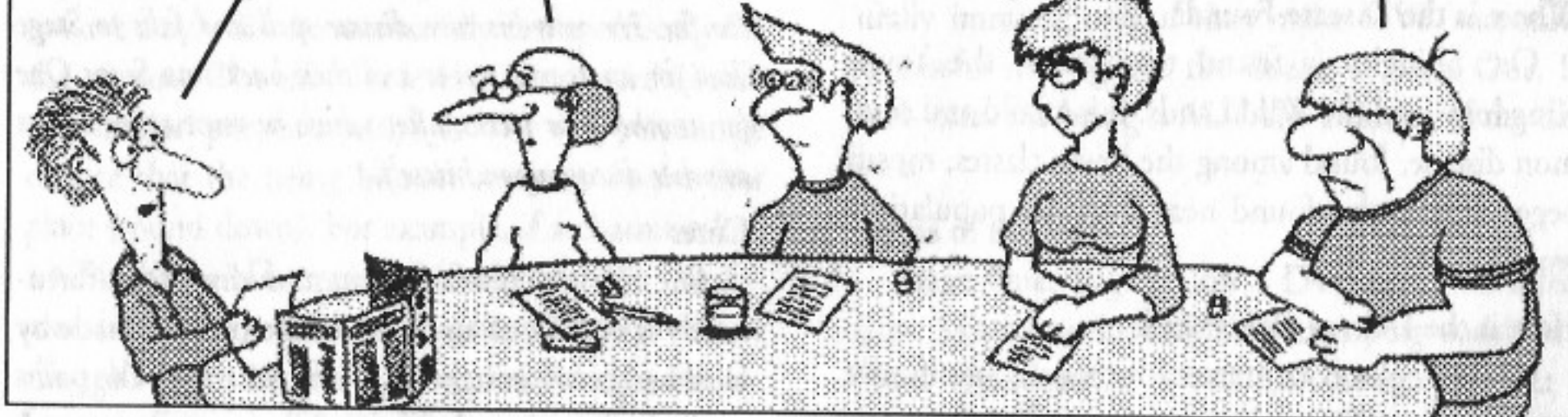
This disease can affect only humans and most humanoids; halflings, dwarves and gnomes are immune, while elves have DOUBLE normal chances of contracting the disease! Hobgoblins are naturally immune. Any race that can catch it can carry it, though goblins will always end up being carriers. Known carriers are usually slain on sight, though in Kalamar they are unmolested if they wear red robes

ORC SHINGLES?? HOW THE HELL DID DAVE CATCH THAT?

I WOULDN'T SWEAT IT, DAVE. YOU STILL HAVE 106 WEEKS BEFORE YOU HAVE TO CONTEND WITH **LARGE BLEEDING BOILS** AND PERMANENT **CHARISMA LOSS**.

OH, I DUNNO. MAYBE WHEN HE WRESTLING WITH THAT **SICKLY LOOKING BEGGAR** FOR THAT COPPER PIECE.

BY THE WAY, DAVE, YOU CAN **KEEP** THAT **WATERSKIN** I LOANED YOU. I WAS GOING TO BUY A **NEW ONE** ANYWAY.



and white masks and ring gold bells to warn of their coming.

Stages of the Disease

Stage One: Begins 1d3 days after infection. Symptoms include a slight rash and small red spots on the skin. Duration: 1d6 days. LEVEL: 4 (Goblins 1).

Stage Two: Symptoms include rashes, large red splotches on the skin, fever and dizziness. -1 to skill checks. Victims have a 50% chance to lose a point of Intelligence PERMANENTLY at this stage. Wizards cannot memorize 7th, 8th or 9th level spells while in this stage. Duration: 1D3 weeks. LEVEL: 6 (Goblins 2).

Stage Three: Symptoms include rashes, very large red splotches, babbling and muttering and a general mental malaise. Victims suffer -1 to Intelligence and -3 to all skill checks. Victims will lose an additional 1 (01-80) or two (81-00) points of Intelligence PERMANENTLY at this stage. Spell casters must roll a successful Intelligence check to cast spells. Wizards cannot memorize 4th to 9th level spells. Duration: 1D3 weeks. LEVEL: 9 (Goblins 4).

Stage Four: At this stage the victim's brain begins to turn to mush. Rashes cover 100% of the victim's body, most of which is also covered in horrible red splotches. Victims suffer -3 to Intelligence. -6 to all skill checks. Victims will lose an additional 1 (01-75), two (76-95) or three (96-00) points of Intelligence PERMANENTLY at this stage. Wizards cannot memorize ANY spells at this stage. Duration: 1D6 days. LEVEL: 13 (Goblins 8), Intelligence reduced to 3 PERMANENTLY.

Example: Nekistan Dreaan, a goblin warrior with a Con of 13 and Int of 10 contracts the Goblin Pox. Three days later he gets a slight rash and notices small red spots on his skin. Two weeks go by and he fails his Stage One resistance roll (13-1 = 12 or less). Another week goes by during which he loses 1 point of Intelligence permanently; he then fails his Stage Two resistance roll (13-2= 11 or less) and goes into Stage Three. The effects of the disease damage his already lowered intellect further, and he operates with an Intelligence of 8; he then loses an additional point, and is reduced to a current effective Int of 7. He fails his Stage Three resistance roll (13-4 = 9 or less) after three weeks and slips into Stage Four. While in the four day delirium of Stage Four he loses an additional two permanent INT, down to an effective INT of 3, to which he is permanently reduced after failing his Stage Four resistance roll (13-8 = 5 or less).

Cures

The elves developed a cure for the Goblin Pox centuries ago, but they rarely share it with other races; even then they will only give a vial to afflicted friends for immediate use. The elven cure, known as Illuromellian, is in the form of an elixir; when imbibed, the elixir acts as a cure disease cast against Goblin Pox at the 18th level of clerical ability. The elves never charge their friends for the potion; they will expect a similar favor at a later date. Otherwise, only rare herbs from the Ashul Weald mixed with hobgoblin blood can cure the disease; such a concoction, costing 300 gc or more, acts as a cure disease spell cast at 9th level. Goblins have their own potions that grant a +1 to a +3 to resist, but only for goblins.

THE BLACK PLAGUE (A.K.A. KISS OF THE ROTLORD)

Where is the Disease Found?

The Black Plague is found throughout Tellene. It is believed to have originated during the War of the Gods thousands of years ago when it was unleashed by the Rotlord on the followers of his enemies. It is one of the most potent common diseases extant today, due to its virulence, ease of transport and difficulty of cure. It is most common in urban areas, especially large cities and towns that lack good sanitation.

How is the Disease Contracted?

Fleas that live on rats, mice and similar creatures carry the Black Plague. The fleas leap from their current carrier to humans and then the disease leaps from the fleas to the human victim. Contrary to popular belief the disease is not carried by air or vapors, and thus rose petals and scents do not ward off the plague.

Who Carries the Disease?

Very few become carriers as most die due to the plague. Demihumans, notably dwarves, halflings and gnomes are susceptible to the plague, though halflings and dwarves receive resistance bonuses equal to their Constitution bonus against poison and are half as likely to become carriers if they survive. Elves are naturally immune to the Black Plague, and cannot act as carriers. Humanoids are less susceptible to the plague, and gain a bonus against it similar to that granted to dwarves and halflings. Humanoids that survive are twice as likely to become carriers of the plague, allowing any of the ubiquitous ticks and fleas that they carry to transport the disease to other victims.

Stages of the Disease

Stage One: Begins 1d6 days after infection. Symptoms include fever; itching and blackened skin around lymph nodes is common, and is the first sign of the disease. Duration: 2d4 days. LEVEL: 6.

Stage Two: Symptoms include tiredness, dizziness, fever and swollen lymph nodes. Victims suffer -1 to Strength and Intelligence and -1 to all skill rolls. Intelligence check is required in order to cast spells. Duration: 1d6 days. LEVEL: 9.

Stage Three: Victim is bedridden; symptoms include continued fever and chills, severe, bloody cough, large, painful puss-filled buboes; blackened, infected lymph nodes and swollen glands. Victims suffer -3 to Strength, Constitution and Intelligence. Spell casters cannot cast spells. Duration: 1d3 days. LEVEL: 12, Unconscious.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly. Victim suffers -6 to Strength, Constitution and Intelligence and -3 to Dexterity, Wisdom and Charisma. Spellcasting is impossible. Duration: 4d6 hours. LEVEL: 15, Death.

Example: Hralnar Grimbold, a human fighter with a Con of 16, is afflicted on Diaday. He begins to notice that he has a fever and feels itchy on Fireday, three days later. He fails his Stage One resistance roll (versus 16-6 = 10 or less) and he continues on his adventure, though tired and dizzy. By Veshday, four days later, he is extremely tired and notices that his skin is blackened in places and he has lumps forming in some areas. At the end of the day he collapses in an exhausted heap and begins coughing up blood; the small lumps swell into puss-filled buboes; he is unable to rise from the ground on his own (failed his Stage Two roll, 16-9= 7 or less). The very next day, Diaday, he fails his Stage Three roll (16-3-12 = 1 or less). He lapses into unconsciousness and though he survives to the end of the day his friends have few hopes that he would see another sunrise. His misery continues for another night until he expires at sunrise on Pelsday (16-6-15 = -5, survives only on a roll of a natural "1").

Cures

There are no known natural cures for the Black Plague, though there are some rare herbs that will give victims a +1 to +3 bonus against the disease. Magic is the only known remedy, and even then it is not certain, as the Black Plague is at DOUBLE normal levels to save against cure disease spells and abilities; it is difficult to cure in the early stages and nigh impossible at later stages.

THE ROTTING DEATH (A.K.A., GREEN ROT)

Where is the Disease Found?

The Rotting Death is an uncommon tropical or sub-tropical disease that rarely flares up in temperate regions during hot and humid summers. It is found among jungle or swamp dwelling populations.

How is the Disease Contracted?

The Rotting Death travels by contact with an infected being or through contact with items that were held by or worn by infected beings within the last 24 hours. The Rotting Death also lies in wait in still pools of water, and can be contracted through touching or drinking such water. If such water is drunk or if the meat of infected beings is eaten the levels of the disease are DOUBLED at all stages due

to ingestion.

Who Carries the Disease?

Any race can carry the disease, though elves become carriers at only 1/2 chance. Known carriers in Svimohzia are required to wear green robes, continually sound gongs and avoid entering cities and towns, but are usually unmolested otherwise. Carriers in Kalamar and Reanaaria are usually slain when discovered, normally with flaming arrows as fire supposedly slays the disease.

Stages of the Disease

Stage One: Begins 1d3 days after infection. Symptoms include itching and running nose, slight fever. Duration: 1d6 days. LEVEL: 3.

Stage Two: Symptoms include extreme itching, a greenish rash with boils and weakness. Victims suffer -1 to Strength, Dexterity and Charisma, -1 to skill use. Intelligence check to cast spells requiring a somatic component. Duration: 1d6 days. LEVEL: 6.

Stage Three: Symptoms include rotting flesh and muscle and a horrible stench. Victims suffer -3 to Strength, Dexterity and Charisma, -3 to skill use and move at 1/2 their normal rate. Spell casters cannot cast spells requiring somatic components. Duration: 1d6 days. LEVEL: 9.

Stage Four: Symptoms are the same as stage three, only far more painful and ugly. The victim suffers -6 to Strength, Dexterity and Charisma, -6 to skill use and moves at only 1/4 their normal rate. Spellcasting is impossible. Duration: 1d4 weeks. LEVEL: 12, lose one point each of Strength, Dexterity and Charisma PERMANENTLY per week of Stage Four until remission to Stage Three or death.

Example: Shev Arwehn, a human commoner with a Con of 12, is afflicted on Diaday. He begins to notice that he has a slight fever and feels really itchy on Katarday, two days later. He succeeds at his first resistance Stage One resistance roll two days later on Homeday but fails to his second resistance roll the next day on Godday (versus 12-3 = 9 or less). By Pelsday, three days later, he is continually scratching all over his body and notices greenish skin and boils. At the end of the day he fails his Stage Two resistance roll (12-6 = 6 or less) and is slowed down due to his continual scratching. The very next day, Katarday, bits of flesh start sloughing off and he loses control of his finger and hand movements; three days later he slips into Stage Four when he misses his Stage Three resistance roll (12-9 = 3 or less). He hobbles along for three weeks in abject misery and fails his resistance roll (12-12 = 0, resists only on a roll of a natural "1"). He immediately loses 3 points of

Strength, Dexterity and Charisma permanently. Fortunately for Shev, he happens upon a 12th level Merciful Fate who successfully casts cure disease upon him; Shev immediately slips back to Stage Three and will spend the next 6 days recovering; however, he still lost those ability points PERMANENTLY, and will be scarred for life.

Cures

Hishmanwhi, a rare herb found near volcanic vents in the Lozhen Mountains of Svimohzia, acts as a cure disease spell against the Rotting Death; taken in a broth the herbs will act as though a cure disease spell had been cast by a 12th level priest. Lesser herbs from the Imomena Hills will grant a +2 to +5 to resistance rolls against the disease; they are effective only when taken daily. Hishmanwhi costs 250 gc per dose, while lesser herbs cost 5 gc per plus per daily dose.

THE BLUE DEATH (A.K.A., KENNAD'S VENGEANCE)

Where is the Disease Found?

This is a rare disease found in arctic and sub-arctic regions, notably in the Lands of Torakk, the Jorakk Mountains and the Dashan Mountains, though it has been found in northern Cosdol and the northern Brindonwood as well. It is active during the short northern summers and lies dormant during the winter.

How is the Disease Contracted?

The Blue Death is found in the ponds that form on the northern plains and forests during the summer months. Contact with infected water or drinking it has the same effect, as does eating the flesh of an afflicted creature; merely touching an afflicted being does not constitute exposure except at Stage One. It is magically contagious, with a +25% to catch the disease when exposed.

Who Carries the Disease?

Humans and halflings are the only races affected by this disease; dwarves, elves and gnomes are apparently immune and cannot act as carriers. Orcs and goblin folk will merely catch a sniffle when afflicted, though they can act as carriers. Animals act only as carriers.

Stages of the Disease

Stage One: Begins 4d6 hours after infection. Symptoms include a chill that no fire will warm. Duration: 4d6 hours. LEVEL: 6.

Stage Two: Symptoms include aching joints; the chill is now noticeable by others as the skin starts to

turn bluish-white. The victim no longer sweats even under extreme physical strain. Victims suffer -1 to Strength, Dexterity and Constitution, -3 to skill use. An Intelligence check is required to cast spells requiring a somatic component. Damage to others for touching the victim due to cold: 1 HTK/turn of contact. Duration: 4d6 hours. LEVEL: 9.

Stage Three: Symptoms include frost forming on the victims' skin, which turns ice blue; victims' hair starts turning blue, as do the whites of his eyes and his irises. Victims suffer -3 to Strength, Dexterity and Constitution, -6 to skill use. Spell casters cannot cast spells requiring somatic components; an intelligence check is required to cast spells requiring verbal components. Damage to others for touching the victim due to cold: 1 HTK/round of contact. Duration: 4d6 hours. LEVEL: 12.

Stage Four: Symptoms are the same as stage three, only far more painful as the victims' skin shatters cracks, rifts form at joints whenever the victim moves. Victim suffers -6 to Strength, Dexterity and Constitution. Victim cannot move or act on his own will. Damage to others: 1-4 HTK/round. Duration: 4d6 hours. LEVEL: 15, Death as the victim freezes and turns into ice, as though dipped in liquid nitrogen.

Example: Gromn Rodakk, a human fighter with a Con of 18 is infected at 6am on Diaday. He begins to feel a slight chill about 10pm that night. He fails First Stage resistance roll (versus 18-6 = 12 or less) at noon the next day (14 hours later); he notices a blue tinge around his fingers and starts to get worried. By 7pm that night he knows he's in trouble as his wife can no longer touch his freezing skin; he fails his Stage Two resistance roll (18-1-9 = 8 or less) and shivers in the warm summer night. Frost had formed on his skin by the next afternoon (4pm, 21 hours later) and his hair started turning blue during the night; he fails his Stage Three roll (18-3-12 = 3 or less) and begs his wife to put the fire out lest he melts. He fails his Stage Four resistance roll (18-6-15 = -3, survives only on a roll of a natural "1") twelve hours later and his wife wakes from her sleep to find him a frozen block of ice upon his furs...

Cures

Torakki legend claims that the gems from an Ice Priest's hood act as a certain cure when crushed and mixed with his blood, though the efficacy of such is unknown. Blue Elf blood is a known cure, and acts as a cure disease spell cast at the elf's level when imbibed, double level if the elf was a priest (normal elves' blood has no effect). The crushed dried leaves of the Crimson Dragon Vine, a common plant

found in the Rytarr Woods, give a +1 to +3 on resistance rolls when imbibed mixed with mead.

THE DANCING DEATH

Where is the Disease Found?

The Dancing Death is an uncommon disease found almost exclusively in the Brandobian lands; it has been surmised that a Pestilent One in the region created the disease in Eldor and that it thus far has not spread elsewhere because of the surrounding mountain ranges and seas.

How is the Disease Contracted?

The Dancing Death is contracted only by the touch of an afflicted being in Stage One or Stage Two. By Stages Three and Four the disease has altered to the point where it is no longer contagious. However, it is magically contagious, +15% at Stage One and +30% at Stage Two. Rumors say the ashes of one that has died due to the disease can be put into a drink, and the drinker thereof will contract the disease.

Who Carries the Disease?

Only humans, demihumans and humanoids are affected by this disease; animals are not affected by it nor may they act as carriers. Known carriers must wear black cloaks, white gloves and silver bells; they must remain outside of settlements or face summary execution.

Stages of the Disease

Stage One: Begins 1d6+6 hours after infection. Symptoms include random ticks and jerky reactions. Duration: 1d12 hours. LEVEL: 4.

Stage Two: Symptoms include loss of appetite, queasiness of the stomach and increased ticks and involuntary movements. -1 to skill checks. An Intelligence check is required to cast spells requiring a somatic and/or verbal component (one check for each). Duration: 1d12 hours. LEVEL: 6.

Stage Three: Symptoms include frothing at the mouth, involuntary movement and speech, usually loud, nonsensical chanting and muttering; victim suffers 1 HTK per hour in Stage Three. Victims suffer -1 to Dexterity, Constitution and Charisma and -3 to skill checks. Spell casters cannot cast spells requiring somatic and/or verbal components. Duration: 1d4 hours. LEVEL: 8.

Stage Four: Symptoms are the same as Stage Three, only magnified to the point where the herky-jerky movement of the victims makes it look as though he is "dancing". Victim suffers -3 to

Dexterity, Constitution and Charisma. Victim will stumble and shuffle about in a mad, screaming, frothing mania, suffering 1-4 HTK per hour; victims will "dance" until they reach negative HTK equal to 1/2 their Con, upon which they will die. Duration: 1d12 hours. LEVEL: 10, Death due to exhaustion from "dancing".

Example: Prilbo Curlytoes, a halfling commoner with a Con of 13 and 4 HTK is infected by the Dancing Death at 8am on Diaday. That evening he wonders about the nervous eye twitch that started at 4pm, but goes to bed thinking it will be gone in the morning. He fails his Stage One resistance roll at midnight (13-4 = 9 or less) and his wife is startled the next morning when he has no appetite; he also drops the crock of buttermilk when his arm involuntarily twitched. He fails his Stage Two resistance roll at 8am (13-6 = 7 or less), right after dropping the crock, and goes into seizures and begins frothing at the mouth. He tries to settle down into his comfy chair by the fire but does so unsuccessfully, as spasms wrack his body; meanwhile his wife leaves to find a priest. Prilbo fails his Stage Three resistance roll (13-8 = 5 or less) at noon (3 hours and 3 HTK later), and is forced out of his chair by the spasms, froth dripping from his mouth, which is twisted in a horrid spasmodic smile. He "dances" around the room for four hours (taking 3, 2 and then 1 HTK damage) before he drops dead in the fifth hour from the strains on his body (4 points of DMG takes him over the edge into death).

Cures

Oddly enough, Dobyos wines (and ONLY wines from Shyta-na-Dobyos) are effective against the disease, providing a +1 to +5 bonus on resistance rolls depending on vintage and quality. A horrid cure is to drink wine laced with ashes from a cremated former victim of the Dancing Death; such a concoction acts as a cure disease spell cast at the twice level of the former victim.

THE BURNING DEATH (A.K.A., HELL'S FURY, THE BOAR'S BOON)

Where is the Disease Found?

The Burning Death is a moderately rare disease usually found among the "employees" of various brothels and bordellos in the seaports of Reanaaria Bay, Kalamar and the Elos Desert City States.

How is the Disease Contracted?

The Burning Death is contracted only via sexual or intimate contact; casual physical contact is not sufficient. The level of contact adds to the chances of

contracting the disease, from light intimate contact (an intense kiss) at +5% to heavy sexual contact (use your imagination) at +50%!

Who Carries the Disease?

This disease can affect only humans, demihumans and humanoids (or so it is presumed). Anyone that survives the disease AUTOMATICALLY will be a carrier!

Stages of the Disease

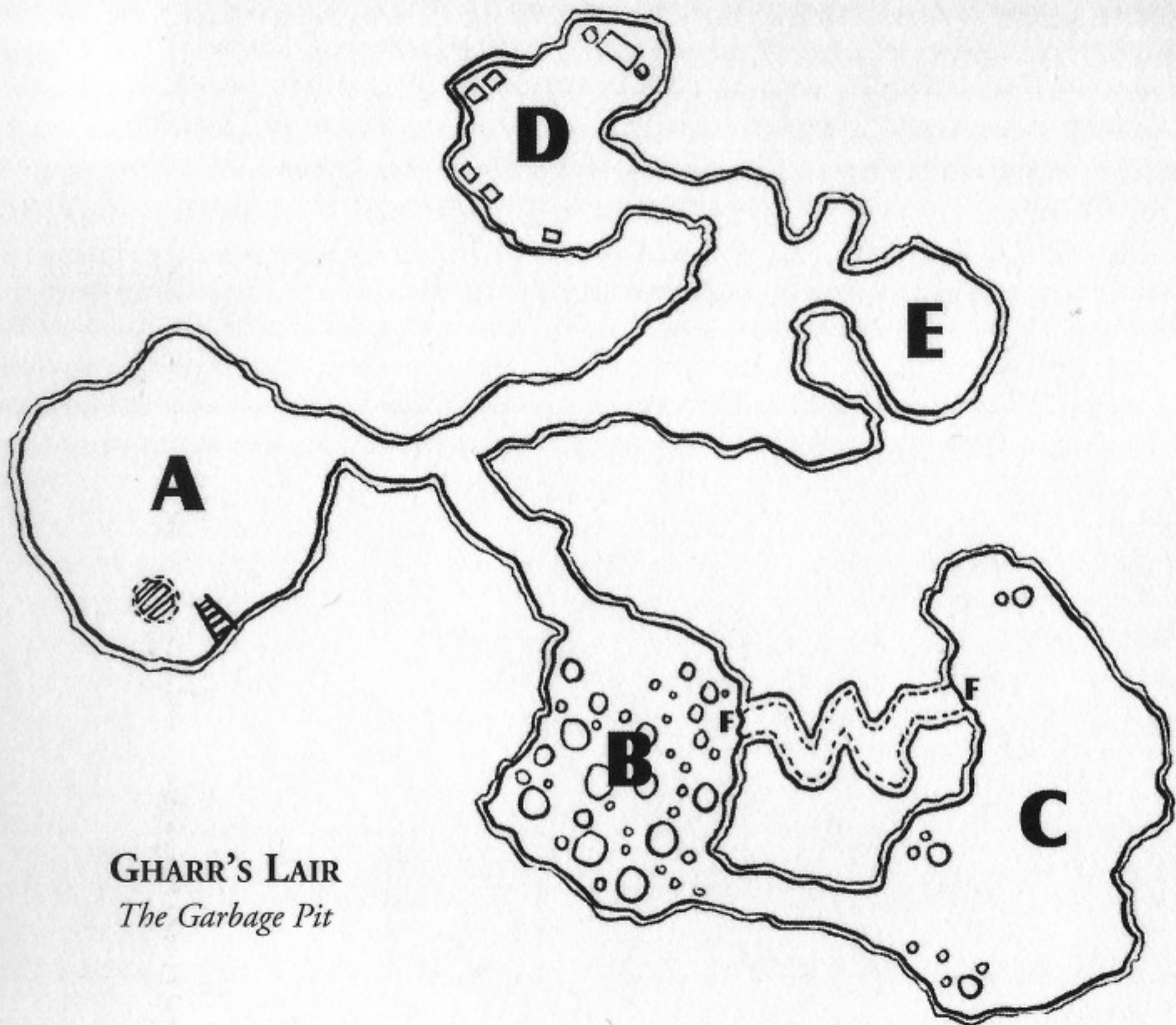
Stage One: Incubation takes quite a while; Stage One begins 4d6 days after infection. Symptoms include fever, sweats, thirst and an increase in sexual desire. Duration: 4d6 hours. LEVEL: 1.

Stage Two: Symptoms include very high fever, dizziness and extreme sexual appetite. Skin is warm to the touch. Victims suffer a -1 to Intelligence and Wisdom. -1 to skill checks. An Intelligence check is required to cast spells. Duration: 3D6 hours. LEVEL: 3.

Stage Three: Symptoms include a deadly fever, red rash on the skin and burning hot flesh; skin contact causes 1 HTK per round to anyone touching the victim. Sexual appetite is such that the victim acts as though they were under the effects of a philter of love for the first person in sight (of opposite sex or otherwise). Victims suffer -3 to Intelligence and Wisdom and -3 to skill checks. Spell casters cannot cast spells. Duration: 2D6 hours. LEVEL: 6.

Stage Four: At this stage the victim will literally be on fire; the victim will suffer 1D4 HTK per hour, while anyone that touches the victim will suffer 1D4 HTK per round. Victims will seek sexual contact with ANY being in sight, in public or otherwise. Victims suffer -6 to Intelligence and Wisdom and -6 to skill checks. Duration: 1D6 hours. LEVEL: 10, Death in an explosive conflagration, causing 2-12 damage to anyone within 5'.

Example: Kevon Hureni, a human male sailor with a Con of 12 is infected by the Burning Death on Diaday. Six days later he is at sea en route to Bet Kalamar; he begins to feel a slight fever and excessive thirst; he thinks his waxing sexual desire is anticipation of reaching port the next day. The next morning, just as they are pulling in to the docks, Kevon fails his Stage One resistance roll (12-1 = 11 or less), and feels dizzy with what he thinks is anticipation; he leaps from the ship to the pier and runs toward the nearest brothel.



GHARR'S LAIR
The Garbage Pit

That evening, shortly after he is kicked out of the bordello after running out of money (and infecting five more victims), he fails his Stage Two resistance roll ($12-3 = 9$ or less). His desire bursts forth as his eye catches... the old (male) fishmonger down the street. The old fishmonger is none too pleased by the attentions of Kevon and calls for the guard; the guardsmen, recognizing the situation, take Kevon into custody and forcibly pour P'Rorul Mineral Spirits down his throat, which cures him of his affliction (among other things).

Cures

The Burning Death, though rare is a fairly well known disease; there are several cures, all of which have the same effects. The most common cure is Mineral Spirits from springs in the P'Rorul Peaks. These liquids, when imbibed, acts as a cure disease spell cast at 12th level of clerical ability. The cure, however, renders male drinkers permanently impotent if imbibed while diseased. The Mineral spirits and similar treatments also act as a potent preventative medicine when taken monthly; however, such medicines invariably render male users impotent while they are used. Most such nostrums cost 10 to 25 gc per dose.

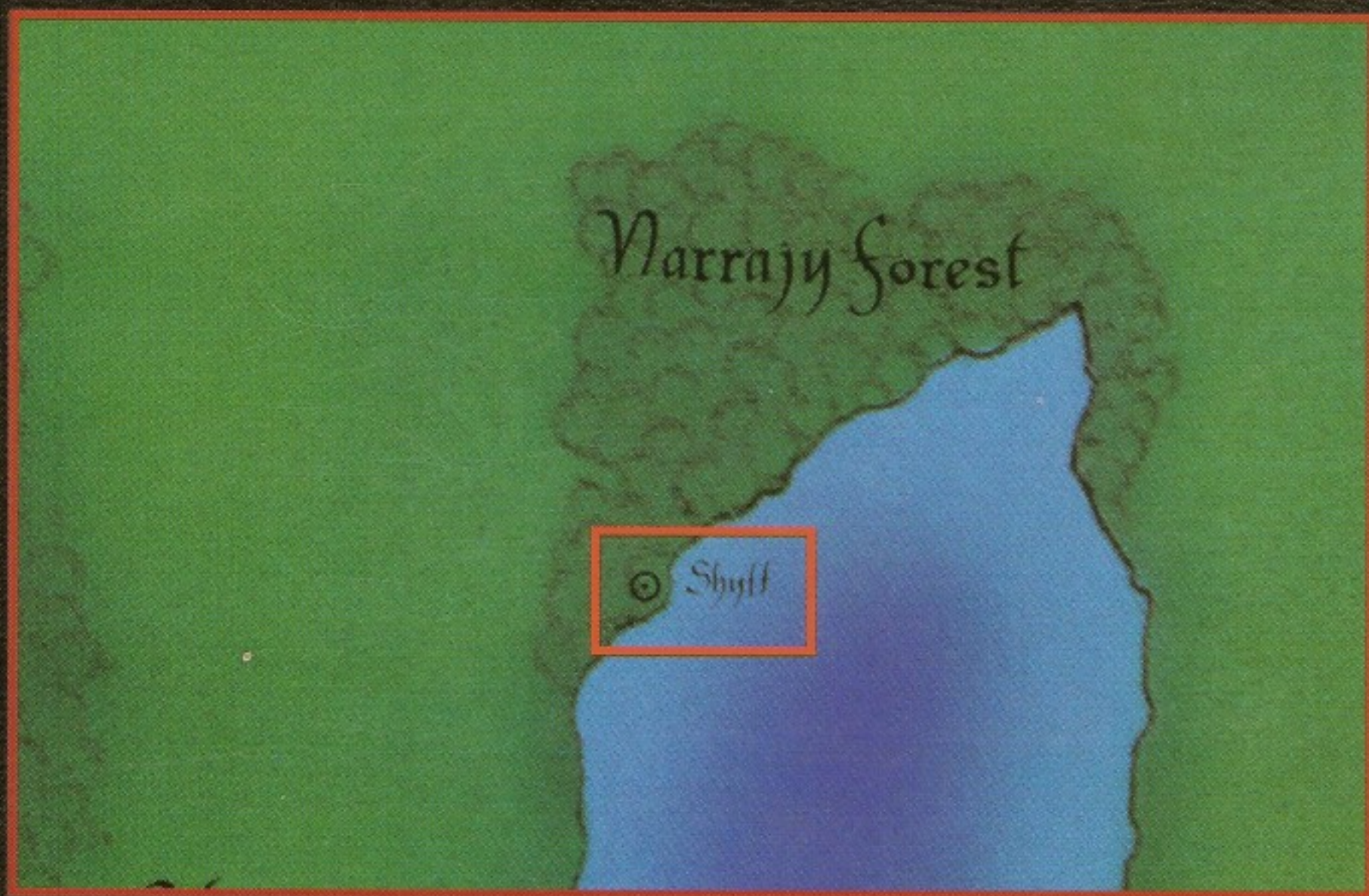


ROTLORD

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Pestilence and plague... twin beasts that even the most stalwart adventurer fears... Plague threatens the river village of *Bhorr's Bend*, deep in the forests north of the City-State of Shyff. Dark secrets lie hidden within the doomed village; can the truth cleanse the folk of their dire disease? Can the characters stop the spread of the Plague before the Prince of Pestilence stalks the Sovereign Lands?

This adventure is designed for use with four to six characters of 3rd through 5th level, though it can easily be adapted for use with any mid-level to high-level adventuring group. New and complete rules for running diseases in fantasy settings are provided, including descriptions of more than half a dozen new fantasy diseases.



The *Night of the Rotlord*[™] *Kalamar Quest*[™] adventure and supplement is designed to provide both a challenging adventure and useful supplementary campaign material. The material within is set in the popular *Kingdoms of Kalamar*[™] fantasy campaign setting but can easily be used with any fantasy role-playing game setting.

This game adventure and supplement is suitable for use with any fantasy role-playing system, including but not limited to *Advanced Dungeons & Dragons*[®], *Rolemaster*[®] and *HackMaster*[™].

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